

Shareware Solutions II

An Exciting Apple II Journey Into The Future

Volume 2, Issue 5

October, 1995

Heard It Through The Grapevine

GS+ Magazine

In late August, Steve Disbrow, the publisher of GS+ Magazine posted the following notice to all of the online services:

"It is with great sadness that I am forced to announce that this (V7.N1) is the last issue of GS+ Magazine. After six years, and thirty-seven issues, it has simply become impossible to continue publication."

"As you might be able to guess, the main reason for this decision is money; specifically, the lack of it. As I mentioned an issue or two ago, renewals have been off. Since then, renewals went through the floor and new subscriptions have been almost non-existent. I've tried everything I could think of to reverse this trend, but nothing has worked. The end result is that EGO Systems has no more money to publish GS+ Magazine. So, I've reluctantly decided to pull the plug."

Despite the cessation of GS+ Magazine, Steve Disbrow intends to continue supporting the Apple IIGS through EGO Systems, the parent company of GS+ Magazine. EGO Systems will continue to distribute and sell back issues of GS+ Magazine, as well as continue to sell software products such as Auto-Arc, Animasia 3-D and Addressed For Success. They will also continue to operate as distributors for MCTA's Zip GS accelerators and to sell the

entire software lines from West-Code Software (HardPressed, TypeSet, TypeWest, and Pointless) and Procyon (Pick n Pile, SwitchIt, GNO/ME and Splat).

Additionally, EGO Systems will soon be releasing several software products that are geared towards Apple IIGS owners who have migrated towards the Mac.

Shrink II is a \$39.95 Macintosh application that provides Mac users with the ability to either create or decompress Apple II standard ShrinkIt archives.

EGO Systems' \$25 "Teach Translator for Macintosh Easy Open" allows IIGS formatted text files in the "Teach" format to be translated, with all the formatting remaining intact, from the IIGS to the Macintosh.

The last bit of news concerning GS+'s publisher is that Steve Disbrow has agreed to become a Contributing Writer for Shareware Solutions II. Look for his first article to appear in the next issue.

Newsletter Notes

Please take a moment and look at the mailing label on this issue. You will notice that the issue your subscription expires with is now listed on the label. If your label reads, "EXP: V2, #5" then this is the last issue you will be receiving. If you'd like to continue receiving Shareware Solutions II, please submit your renewal fee (\$25 for

US or Canada delivery; \$40 for Air Mail delivery elsewhere).

Games, Games, Games

As most of you know, I worked for Big Red Computer Club from 1989 to 1992, and over the years have remained friends and in contact with BRCC's owner.

As you also know, BRCC is still in business, but because they have not advertised or actively promoted the software they do carry, sales are understandably way down. Although nothing definite has been decided, BRCC is thinking about closing down the Apple II end of the business.

However, they still have a large inventory of unsold software, so we've just agreed to transfer a lot of BRCC's IIE/IIC entertainment programs to Shareware Solutions II.

All of the following games are supplied in their original packaging, and all are boxed and shrink wrapped. All programs are supplied on 5.25" disk only.

Effective immediately, the following AtariSoft arcade games, which all require a 48K Apple II+, IIE, IIC or IIGS are available from Shareware Solutions II: Battlezone, Centipede, Dig Dug, Defender, Donkey Kong, Galaxian, Gremlins, Jungle Hunt, Moon Patrol, Ms Pac Man, Pac Man and Stargate.

In addition to the AtariSoft games, Shareware Solutions II

Shareware Solutions II

Volume 2, Issue 5

Shareware Solutions II is published bi-monthly by Joe Kohn, 166 Alpine Street, San Rafael, CA 94901-1008.

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Available by subscription only, several options are available:

- A) The first 12 issues: \$35 for US/Canada; \$50 elsewhere.
- B) The first 18 issues: \$55 for US/Canada; \$75 elsewhere.
- C) The next 6 issues/Renewal: \$25 for US/Canada; \$40 elsewhere.

Make all checks payable to Joe Kohn. US Funds Only. Sorry, but no charge cards, purchase orders or COD orders will be accepted.

This newsletter was created entirely with an Apple IIGS. All articles written in AppleWorks Classic. Page Layout prepared in AppleWorks GS. Printing was done on a Hewlett-Packard LaserJet IIP Plus, connected to the IIGS courtesy of Vitesse's Harmonie. The use of TrueType fonts is courtesy of WestCode Software's Pointless.

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also has several role playing adventure games that were programmed by Bill Heineman and originally available from Interplay. Those include Neuromancer and Dragon Wars. Both require a IIe, IIc or IIGS with 128K and a 5.25" disk drive.

Also available are two wonderful fast action arcade games from Taito, including Renegade and Qix. They both require a IIe, IIc or IIGS with 128K and a 5.25" disk drive, and Qix requires a joystick.

From Unison World come several collections of Print Shop Graphics. American History Graphics contains more than 350 graphics that cover the history of the United States from Columbus to the space shuttle. There's also a Combo Pack that contains more than 200 general interest Print Shop graphics.

Some of the above titles are available in limited quantities only, so don't hesitate too long. If you do order a title that has been sold out, you'll be issued a credit that can be used to purchase anything else from Shareware Solutions II.

All of the above games are available for only \$6 each, plus \$3 per order for shipping to the United States, or \$5 per order for shipping elsewhere!

As always, only checks or money orders, in US Funds only, can be accepted. Please make all checks payable to Joe Kohn. And, let the games begin!

Convert 3200

Shareware Solutions II, in association with the programming team of Brutal Deluxe, is also pleased to inform you that

Convert 3200, a brand new IIGS graphics conversion program, will soon become available from Shareware Solutions II as a low cost commercial software product.

For the past three years, Brutal Deluxe has been thrilling Apple IIGS owners by releasing such great freeware games as Blockade, Cogito, and The Tinies.

As has been reported before, all of Brutal Deluxe's releases to date were ported over from other systems; The Tinies was originally written to run on the IBM PC and Blockade originally ran on the Macintosh. As programmers, Brutal Deluxe was able to translate the code so that the IIGS versions of the games were nearly indistinguishable from their originals.

The Brutal Deluxe team consists of two French programmers, neither of whom considers himself to be an accomplished artist. So, to allow them to include the same high quality art work that appeared in the original versions of their software, Brutal Deluxe needed a program that would convert those foreign format graphics to a format that could be displayed and look good on a IIGS. The result is Convert 3200, a user friendly version of the same graphics conversion program that Brutal Deluxe has been using in-house to help create their games.

Under development for nearly 1.5 years, Convert 3200 is a program that can speedily convert graphics created on other systems, including graphics in the GIF, PCS, IFF, BMP, BIN and TIFF formats, and convert them into a number of different IIGS formats, including 256 and 3200 color formats, as well as stan-

dard 16 color graphics and Print Shop GS graphics.

Sporting an interface that is similar to that found in a number of games created by Brutal Deluxe, Convert 3200 will be available to European IIGS owners directly from Brutal Deluxe, and to IIGS owners outside of Europe from Shareware Solutions II. The list price is expected to be \$15. Full details and ordering information should be available in the next issue of Shareware Solutions II.

Contacts GS And AW 5.1

Soon after AppleWorks v5.1 shipped, we learned that the version of TimeOut ContactsMover which is supplied with Contacts GS for use with AppleWorks v5 needed a slight modification in order for it to work with AppleWorks v5.1. If you feel comfortable using a sector editor, such as ProSel's Block Warden or Zap, you can easily make the modifications.

If you keep separate directories for AppleWorks 5.0 and 5.1, copy TimeOut ContactsMover 5.0 to the TimeOut directory of AppleWorks 5.1. You should modify only the copy in the AppleWorks 5.1 directory.

Before starting the modifications, please write down the full pathname of the new location where you have copied TimeOut ContactsMover.

With ProSel's Block Warden or Zap, begin by setting the prefix (press "P", then type the pathname you have written down), then press Return.

Then "follow" the ContactsMover file (press "F", then type "TO.CONTACTSMOVE", then

press Return).

Press "E" to enter the Edit Mode. Then use the arrow keys to maneuver to relative byte \$0001B (second row from the top of the first screen). Change the "30" by typing "31" over it. Then press Escape to exit the Edit Mode. Press "W" to write the change to the disk. Accept the hexadecimal address by pressing Return, then press "Y" to make the change.

Once again, press "F" to follow the same file (accept the filename with Return).

Again, press "E" to enter the Edit Mode. Use the arrow keys to move to relative byte \$001DC. Follow the steps above to change "30" to "31".

Finally, press "F" a third time to follow the same file. Before entering the Edit Mode, hit the Up Arrow key twice to get to relative byte \$00200. Then enter Edit Mode and move to byte \$00267. Change the "B2" to "B3" in the same manner as before.

Now quit Block Warden and launch AppleWorks 5.1. When you reach the Main Menu, press OA-Escape to call the TimeOut Menu. You should see the application "ContactsMover51". If so, you have correctly patched the program.

If you are uncomfortable using a sector editor, please be aware that an updated Contacts GS disk which includes ContactsMover 5.1, is available from Shareware Solutions II.

If you purchased Contacts GS after the release of AppleWorks v5.1, or had previously updated ContactsMover to v5.0 for use

with AppleWorks v5, the update disk is available free of charge. Simply contact Shareware Solutions II and request it.

If you previously had not updated ContactsMover to v5.0, the cost of the update is \$5.

Please note that if you are not using AppleWorks v5.1, you do not need ContactsMover v5.1.

The Finder's Print Function

One of the most widely misunderstood and underutilized functions available from the GS/OS Finder is the Print command which is located under the File Pull Down menu.

Even Apple's official "Apple IIGS System 6 User's Reference" book is a little vague on the subject. It states, "The Print command allows you to select documents from the Finder for printing. The command launches the application that produced the document and instructs it to print to a connected printer. Note that many applications do not support printing from the Finder."

If a GS/OS application supports the Print command, you can single click on a document from the Finder, choose the Finder's Print command, and the document will print out. In theory, when the Print command is issued, the application that created the document should run in the background, a printer dialog box should appear allowing you to set standard print parameters, the document should print and upon completion, you should be returned to the Finder.

However, if you've ever tried to use the Finder's Print command, you've most likely seen the

GS/OS error message: "An application can't be found for this document." Even with Apple's own Teach word processor, if you click on a Teach document and activate the Finder's Print function, you'll be informed: "Teach does not support the Finder's Print feature."

So what function, you ask, does the Print command really serve and how can it be used?

The truth of the matter is that only a very few GS/OS programs actually support the Finder's Print command. Among those that do are AppleWorks GS, Animasia 3-D, ShadowWrite, Hermes, Quick Click Calc and Quick Click Morph.

If you use any of the above programs, you are going to be thrilled with how the Finder's Print command works. It allows you to print out a single document from the Finder, without having to actually launch the application that created it, but more importantly, it allows you to print out multiple documents with next-to-no user input required. What that means is that it's possible to set up a print queue from the Finder and then walk away from your computer, and all the documents will be printed without your having to enter Open-Apple P over and over again.

To try out how this works from the Finder, click on any AppleWorks GS word processing, page layout, graphic or spreadsheet file. Then hold down your Shift key, and click on another, or a few more, AppleWorks GS generated files. Then access the Finder's File Pull Down menu, choose the Print option, choose your print parameters from the familiar dialog box, and press

the Return key. That's all it takes to print multiple AppleWorks GS documents from the Finder.

Andre Horstmann's freeware GS/OS word processing New Desk Accessory ShadowWrite, and his recently enhanced and improved version of ShadowWrite - re-named Hermes - support a number of different word processing format files, including standard ASCII Text, Teach and AppleWorks Classic. So if you have ShadowWrite or Hermes installed, you can actually print out all sorts of different types of word processing files, automatically and unattended, directly from the Finder. All that is needed to activate this distinctive feature is to access ShadowWrite's or Hermes' Preferences menu and to choose all of the available word processing filetypes as listed under the "Catch Which Files" option. Additionally, just make sure that you have not checked off the option to "Give others first shot."

With the Finder's Print command, it's even possible to set up a print queue with different types of files, such as an AppleWorks GS graphic file, a Quick Click Calc spreadsheet file, an ASCII document, and an Animasia 3-D graphic file. Try it for yourself; I guarantee that you'll love this little known feature of the IIGS Finder.

Tim Buchheim, one of the system operators (sysops) of GENIE's A2 Programmers Round-Table, informs us that programmers can find all the information they need to implement this wonderful feature in their own GS/OS programs by using the MessageCenter tool-call in the Tool Locator toolset,

which is fully documented in Volume 2 of the Toolbox Reference book. Additionally, Mike Westerfield of the Byte Works informs us that technical documentation is also available in both of the Byte Works' Self Study IIGS Toolbox programming courses that teach Pascal and the C language.

Note: ShadowWrite and Hermes are both available from Shareware Solutions II; they are included on "The Last Word" disk which is available for \$5.

Technical programming information is available from:

Byte Works, Inc
8000 Wagon Mound Dr NW
Albuquerque, NM 87120
505-898-8183

Alert, Alert

It was only after several dozen Apple IIGS owners reported on GENIE's A2 Round-Table that they had successful dealings with Ken Lucke that Shareware Solutions II endorsed him as a source for faster 65816s in Volume 2, Issue 3, Pages 4-5. Since then something has gone horribly awry.

Several of you reported that you sent money to Ken Lucke and received nothing in return. For that reason, Shareware Solutions II feels compelled to warn others: Ken Lucke is no longer a dependable source for chips and kits to upgrade TransWarp GS and ZIP GS accelerators.

I have spoken with Ken Lucke recently, and he assures me that nothing nefarious is going on. Instead, he described a series of mishaps.

First of all, Ken reported that

due to a fire at a chip fabrication factory in Japan, he was no longer able to acquire faster cache SRAMs. That fire prevented him from being able to secure all of the parts needed to assemble the kits needed by ZIP GS owners.

Secondly, Ken informed me that the Western Design Center had changed their previous policy of only offering fast 65816-14 chips for a \$100 minimum order. Those chips are now available to individual IIGS owners, directly from Western Design Center, for \$19.80 each plus a \$4 shipping and handling fee for US delivery. After a subsequent phone call to WDC, I can confirm that fact. WDC can only accept checks or money orders, and since several different foreign shipping options are available, those wanting overseas delivery should contact WDC prior to placing an order.

Thirdly, Ken Lucke reports that his hard drive crashed and that he lost all his records.

If you sent money to Ken Lucke and haven't heard back from him, please send a photocopy of your cancelled check to Shareware Solutions II. I pledge to do everything in my power to get you a refund.

For more information on 65816-14s, contact:

Western Design Center
2166 East Brown Road
Mesa, AZ 85213
602-962-4545 (voice)
602-835-4545 (fax)
wdesignc@indirect.com

New Apple II Resources

In the Apple II world, we seem to be blessed with a steady

stream of new suppliers and repair facilities. I have recently learned that ISR, a repair facility in Leander, Texas, has been fixing Apple brand 3.5" and 5.25" disk drives for only a \$15 repair fee, plus parts if needed.

In a phone conversation with the owner of ISR, he reports that he's been repairing Apple brand disk drives for nearly a dozen years and that owners of broken disk drives should first contact ISR at 1-800-458-6778 to describe the symptoms of the broken disk drive and to get a necessary Repair Authorization number.

He stated that a vast majority of broken Apple II drives can be repaired with a simple cleaning. Of course, ISR can make no prognosis or guarantees until a disk drive has actually been examined by a repair technician.

For information, contact:

ISR
2217 Downing Lane
Leander, TX 78641

Another relatively new supplier of Apple II software and hardware is ABC Direct, a company started by David Hardaway, a longtime employee of the now defunct Applied Engineering.

Although 80% of ABC Direct's business is Macintosh related, ABC Direct continues to offer some of the Apple II peripherals that were built by Applied Engineering, and they seem to be the sole source for the latest versions of hard-to-find Applied Engineering software.

For additional information or to receive a catalog, contact:

ABC Direct

18777 Midway - Ste 309
Dallas, TX 75287
800-800-3680 (voice)
214-306-5494 (voice)
214-307-0375 (fax)

A+ Technologies is yet another new resource for used Apple II hardware and software. A+ Technologies buys used equipment from both individuals and in bulk, so they have a constant turnover of merchandise. One day they may have ten copies of a particular software title; the next day they may be sold out.

A+ Technologies has been advertising on the Internet, and many Apple II owners have offered positive feedback about their dealings with A+ Technologies.

For the fastest service and best selection, contact A+ by phone at 1-800-2APPLE2 weekdays between 9-12 AM PST. If unable to call, direct an e-mail to apluscomp@aol.com for the most current price list. If you are unable to phone or lack e-mail capabilities, you can always contact A+ the old fashioned way:

Tracy Cook
A+ Technologies
48 Sharon Drive
Bay Point, CA 94565

Opening Line

Bret Victor, also known as Slixter, is the artist responsible for all the artwork in the electronic PowerGS newsletter. Since there hasn't been a new issue of PowerGS since February, Bret has turned his attention to other matters, and the Apple IIGS world is just a little more joyous thanks to Bret's Opening Line.

Opening Line is a software product for the IIGS that costs only

\$12, yet it will return much more than that in increased happiness. Opening Line won't make your IIGS more productive, but it will cause you to smile every time you start up your IIGS.

When GS/OS loads, it displays a light blue background screen, often called the splash screen, along with the moving thermometer bar to indicate how much of the operating system has already loaded.

Over the years, a number of different freeware and shareware utility programs have been written that allow GS owners to make certain alterations to what is displayed when GS/OS loads. There have been utilities that can change the color of the splash screen and utilities that allow you to alter the words displayed on screen next to the thermometer bar.

Opening Line makes all of those older customization utilities obsolete by allowing IIGS owners to have complete freedom of choice as to what is displayed on screen as GS/OS loads. It allows you to display any Super Hi Res graphic of your choice instead of having to look at the blue splash screen.

Opening Line allows you to display a fully customized graphic file on the splash screen. The graphic can be either 640 x 200 or 320 x 200. It can be a 16 or 256 color graphic, with or without the option to display the moving thermometer bar. It even allows you to choose the rate at which the graphic fades in and fades out.

The Opening Line package includes more than 25 sample graphics, and has instructions

on how to customize any graphic for use with Opening Line.

Opening Line requires that you have System 6.0.1 installed. Although a hard drive is not required, it is recommended if you'd like to display different graphics at startup time.

To place your order, send a \$12 check or money order, made payable to Bret Victor, to:

Bret Victor
19253 Parkview Rd.
Castro Valley, CA 94546
510-886-1640
b.victor1@genie.com

HyperCard IIGS Manuals

As most of you know, the Byte Works now carries most of the programming and technical materials and manuals that used to be available from APDA (Apple Programmers and Developers Association). Because of the unique relationship that The Byte Works now has with Apple, they recently announced that permission has been secured to reprint all of the manuals that had originally been available with HyperCard IIGS.

The newly available HyperCard IIGS manuals are laserprinted

reproductions of the original HyperCard manuals; all of the original information is contained in the copies. The copies are hole punched for inclusion in a 3 ring binder, which you'll need to supply.

"Getting Started with HyperCard IIGS" is 156 pages and costs \$15. "The HyperCard IIGS Reference" manual is 389 pages and costs \$25. "The HyperTalk Beginner's Guide IIGS" is 171 pages and costs \$15.

You can order from the Byte Works using VISA, MasterCard, personal check, School PO, or COD (for an extra charge). Shipping in the US is \$5 per order; Byte Works charges the exact amount raised to the next even dollar for shipping outside the US. To order, supply the following: your name, shipping address, name of product, and the total price, including shipping. For credit cards, include the card number and expiration date.

For additional information, contact:

Byte Works, Inc
8000 Wagon Mound Dr NW
Albuquerque, NM 87120
505-898-8183 🍏

Modem Madness

Change Of Address

The Internet is growing by such leaps and bounds that oftentimes information that is current one day will be obsolete the following day.

In the article entitled "Hot Links On The World Wide Web" (Volume 2, Issue 3, Pages 9-10)

a number of general interest and Apple II specific Home Pages available on the world wide web were described. Since that time, several of the recommended Home Pages have moved.

Please update your Bookmark file to reflect the new URLs.

WebCrawler can now be found

at: <http://www.webcrawler.com>

Yahoo can now be found at:
<http://www.yahoo.com/>

The Global Network Navigator (GNN) can now be found at:
<http://gnn.com/>

CNN Headline News can now be found at: <http://www.cnn.com/>

Surprisingly, three of the above Home Pages moved because they were purchased by America Online, as part of their strategy to become a leading Internet Service Provider. For now, access to the America Online owned Home Pages remains free of charge to Internet users, but who knows what the future may bring?

Home, Home On The Web

The Shareware Solutions II Home Page on the Internet's World Wide Web isn't immune to changes either and it has recently moved to:

<http://www.crl.com/~joko/ssii.html>

As you all know, Eric Bush of Kitchen Sink Software had designed, set up and maintained what I jokingly referred to as the "Official Unofficial Shareware Solutions II Home Page" from his server at Ohio State University.

Eric recently informed me that the purpose of the server at Ohio State was to provide a means for students and professors to have a presence on the World Wide Web and because Shareware Solutions II is a commercial venture, its Home Page was a violation of Ohio State policy.

So, following Eric's directions, I

simply transferred the Home Page – lock, stock and barrel – to my Internet Service Provider's server. The only difference now is that several of the links that have new URL addresses have been updated.

Now that Shareware Solutions II has direct control over the Home Page, it will eventually become the "Official Shareware Solutions II Home Page." As I learn more about the hypertext markup language (html), there will be some additions and changes made in an effort to make the Home Page your World Wide Web jumping off point for web exploration.

If you're currently navigating the sometimes stormy seas of the World Wide Web, you'll soon have a Shareware Solutions II home port from which to set sail. So stop by often, and please send all suggestions to WebMaster Kohn at the joko@crl.com e-mail address.

Apple II Web Sites

A small but growing number of Apple II companies are also setting up shop on the World Wide Web.

Quality Computers

Quality is the largest Apple II mail order vendor in the world. Why then does their web site contain so little information about Apple II products? You decide. The URL is:

<http://www.qualitycomp.com/>

Diversified Software Research

Diversified Software Research is often credited for releasing the Apple II's first shareware program in 1980, Diversi-DOS,

an improved version of the DOS 3.3 operating system. Since that time, Dr Bill Basham has released a slew of software in the Diversi series of releases, including Diversi-Copy, Diversi-Tune and Diversi-Cache. You can learn all about the Diversi series from the DSR web site. The URL is:

<http://www2.ari.net/home/dsr/>

GENie

GENie's A2 RoundTable is the online service for Apple II users! Now that GENie customers have Internet access, GENie maintains a web site that allows Internet users to learn more about GENie. Of interest to Apple II users at GENie's web site are the most recent copies of the LiveWire and GENieLamp publications. Apple II users can also download either of the two Apple II offline processors and they can learn all the details of signing up for GENie and receiving a \$50 usage credit. The URL is:

<gopher://gopher.genie.com/>

InTrec Software

ProTerm is quite possibly the most popular telecommunications program for the Apple II, so it's not surprising that the company that produces it has a site set up on the World Wide Web where you can learn all about ProTerm. The URL is:

<http://www.indirect.com/user/proterm/>

Seven Hills Software

As mentioned previously, noted IIGS shareware author Nathan Mates maintains one of the best and most extensive Apple II resource guides available on the

World Wide Web. In addition to providing information about his own software and maintaining a wealth of information about the Apple II, Nathan has available a complete catalog of software available from Seven Hills Software. The URL is:

<http://www.ugcs.caltech.edu/~nathan/a2stuff/7hillscat.html>

DigiSoft

DigiSoft, the developers of the Twilight II screen blanking program for the Apple IIGS and the Golden Orchard CD-ROM, provide a complete listing of every single program and file that can be found on the Golden Orchard CD-ROM. The URL is:

<http://hypermall.com/cgi-bin/ssis/digisoft/digisoft>

Sequential Systems

Sequential is the largest manufacturer of Apple II hardware products, offering everything from RAM cards to Printer Buffers and the new Second Sight SVGA Interface card. From Sequential's web site, you can learn all about Sequential products, and you can even link up to Sequential's interactive BBS to ask questions about Sequential products. The URL is:

<http://www.hypermall.com/sequential/>

Procyon

Jawaid Bazyar's Procyon software company has released Apple IIGS games (Pick n Pile), utilities (Splat and SwitchIt) and a multi-tasking, Unix like environment (GNO/ME). You can learn all about Procyon and their products at their web site. The URL is:

<http://www.hypermall.com/companies/procyon/>

The Apple II FTP And WWW Site List

Neil Parker has recently set up the most extensive collection of Apple II links to be found anywhere on the World Wide Web. From the Apple II FTP/WWW Site List Home Page, you can connect to just about every Apple II company and every Apple II user who has a presence of the World Wide Web. If you have only one Apple II home page that you visit on the web, make it Neil Parker's. The URL is:

<http://www.liii.com/~moxie/a2ftp.html>

The Byte Works

The Byte Works provides an online database that contains information about all of the programming languages and technical documentation available from the Byte Works. The URL is:

<http://www.hypermall.com/byteworks/>

Softdisk Publishing

Softdisk has been publishing Apple II magazines-on-disk for many years, and each issue generally contains a wonderful mix of informative articles, great entertainment and utility software, and graphics. Unfortunately, they have recently announced that the September, 1995 issue of Softdisk for IIe/IIc will be their last, but they intend to continue to publish Softdisk G-S. Learn all about it on their web site. The URL is:

<http://www.softdisk.com/>

Sun Remarketing

Sun Remarketing sells a lot of used Apple II hardware products, and they are the home of the \$99 Apple IIe computer. You can find their latest online catalog at their web site. The URL is:

<http://www.sunrem.com/> 

Apple II Product News

By Cynthia E. Field, Ph.D.

Back-to-school is always an exciting time of year...maybe more so for parents than kids! Several new Apple II products can help children master the 3

Rs. But many of the programs that we discovered during the summer can help anyone enhance his or her enjoyment of IIGS graphics.

As a service provided by Shareware Solutions II to its subscribers, Apple II Product News is for information purposes only and does not constitute an en-

dorsement of any product. All prices are for single packages. Lab packs, network licenses, and site licenses may be available. Contact the companies directly for free catalogs or to inquire about preview policies, money back guarantees, and other support services.

The Byte Works, Inc.

Quick Click Morph

If you've been champing at the bit to "morph" your boss into a pussy cat or create other special effects like they do in Hollywood, now you can – with Quick Click Morph (System 6.01 and 1.125 Mb RAM required). All you have to do is start with two or more pictures, including industry standard TIFF (tagged image file format) graphics, and click on a few control points. Quick Click Morph creates the progression of images that makes the metamorphosis happen. The result is a movie you can play on your IIGS for fun or education. The Byte Works includes a freeware movie player in the package, but you can also use the PaintWorks animation player if you have that program.

MPW-IIGS ORCA/C

This slightly enhanced version of ORCA/C 2.0.3 for the Apple IIGS lets you program your IIGS (System 6.0.1 required) on a Macintosh. The Byte Works ported the native ORCA/C compiler to run under MPW, which is arguably the most powerful development environment ever released on an Apple computer. The software includes the compiler, run-time libraries in a format acceptable to the MPW-IIGS linker, and the source code to all of the run-time libraries in MPW-IIGS Assembler format. MPW-IIGS ORCA/C requires MPW 3.1 or better and

MPW-IIGS Tools (APDA-19). The Byte Works recommends adding MPW IIGS Assembler (APDA-16) so that you can compile changes to the libraries you might make to run the code on other 65816 machines, or add assembly language subroutines, without compiling code on both the Apple IIGS and Macintosh. (All APDA products are available from The Byte Works.)

Quick Click Calc 1.2

The Byte Works' spreadsheet and business graphics program is now available in a new version that boasts more functions, better control of font sizes and colors, and scrolling that's tailored to the way you work. The program requires a IIGS with System 6.0.1 and 1.125 Mb RAM. Registered owners of earlier versions of Quick Click Calc can receive the update free with any order. Otherwise, there is a nominal \$5 handling fee.

New Scanning Service TIFF Reader

If you can't justify the cost of a flatbed scanner (and the Mac or PC to go with it!) and you don't want the hassles of using a hand-held scanning unit, listen up. The Byte Works' scanning service will scan your original photographs in glorious color. You get a 24-bit TIFF file with an image large enough for the IIGS screen. To view the image you will need Quick Click Morph (see description above) or TIFF Reader, an inexpensive new program that lets you view, edit, and save most 24-bit TIFF files in a IIGS compatible format. TIFF Reader is included free with any scan or can be purchased separately.

Quick Click Morph:	\$60
MPW-IIGS ORCA/C:	\$175
Quick Click Calc 1.2:	\$60

Scanning Service: \$10 per photo
TIFF Reader: \$10 (free with any scan)

The Byte Works, Inc.
8000 Wagon Mound Dr., NW
Albuquerque, NM 87120
505-898-8183
MikeW50@aol.com

Laureate Learning Systems

Let's Go to the Circus: An Adventure in Opposites

This program for the Apple IIGS uses high quality speech, full screen graphics and lively animation to help children with language and cognitive delays develop early vocabulary and the concept of opposites. Six engaging scenes use animals, acrobats, trainers, and clowns to illustrate more than 25 pairs of opposites. With each scene, there are four activity options. An optional game provides added motivation. Let's Go to the Circus: An Adventure in Opposites is also available in the Special Circus Package which includes My Paint (a painting program) and the Talking Circus Coloring Book (with over 20 "talking" pictures showing pairs of opposites).

Let's Go to the Circus: An Adventure in Opposites: \$115
Special Circus Package: \$150

Laureate Learning Systems, Inc.
110 East Spring Street
Winooski, VT 05404-1898
1-800-562-6801

HyperStudio Network

HyperStudio Quick Course GS

SouthWestern Publishing Co. of Cincinnati, OH, has published this new book by Dave Cochran and Rob Staats, the Directors of the HyperStudio Network. The book contains 16 lessons that

cover a range of HyperStudio skills such as designing cards and enhancing them with sound, text and graphics, animating (including video), and scripting. Each book includes a teacher's edition, resource disk, and solutions disk. A separate publication (Item# HSQCMAC, \$29.95) works with the Mac version of HyperStudio.

HyperStudio Quick Course GS (Item# HSQCGS): \$29.95

HyperStudio Network
Box 103
Blawenburg, NJ 08504
609-466-3196
Fax: 609-466-1085

MECC

Flip-Flop

Kids in grades 1-2 identify geometric figures and sharpen spatial perception skills by flipping and flopping rectangles, triangles, squares, and circles until they fit into a hole.

Get Well, Woolly

Children can visit the doctor's office to diagnose what germ is making Woolly sick. To learn about symptoms and identify the germ, kids can check Woolly's eyes, ears, bones, muscles, brain, lungs, heart, stomach, and body temperature. Kids collect fancy bandages from Woolly for correct predictions. This program is geared to children in kindergarten through grade 2.

Move Over, Mother Goose

In this language arts program, children (grades K to 2) explore rhymes and rhyming words by changing words and picture elements and then animating popular Mother Goose rhymes.

Quilting Bee

Children in grades K to 2 dis-

cover the power and beauty of transformational geometry by creating their own quilt patterns. Kids flip, turn, and slide shapes and squares to create a quilt with almost endless patterns. Students can save their quilt and/or print it out as a note card, book mark, or poster. A Spanish/English text option is included.

Woolly's Birthday

Kids in grades K to 2 can help Woolly guess the contents of his birthday presents by using the senses to test for physical properties such as color, shape, smell, and weight. Kids collect party balloons as rewards.

Flip-Flop:	\$59
Get Well, Woolly:	\$59
Move Over, Mother Goose:	\$59
Quilting Bee:	\$59
Woolly's Birthday:	\$59

All programs require 128K (Move Over, Mother Goose excepted) and include an English/Spanish text option.

MECC

6160 Summit Drive North
Minneapolis, MN 55430-4003
1-800-685-MECC or
1-800-663-7731 (Canada)

EGO Systems

ICE

This is the first and only IIGS icon editor that lets you edit both old style Finder Icon files as well as System 6's rIcons. With ICE you can also save icons to disk as REZ source code. The utility even allows you to paste a picture from the IIGS clipboard to use as an icon.

ICE: \$10

ICE Offer

EGO Systems
P.O. Box 15366
Chattanooga, TN 37415-0366
1-800-662-3634 Orders Only
615-332-2087
Fax: 615-332-2634
Diz@genie.geis.com 

KansasFest '95

Do You Believe In Magic?

Earlier this year, all hopes for KansasFest '95 seemed to be dashed when the sponsoring organization, ICON, announced that it was going out of business. But this is the Apple II world and Apple II users were not about to let something as wonderful as KansasFest slip out of their grasp. After all, Apple II users are used to overcoming adversity and have, by now, figured out ways to further empower and enrich our community without the blessings of corporate sponsorship. In short, Apple II users took the matter into their own hands and over-

came overwhelming odds to present KansasFest '95, which unarguably was the best one to date!

Within a matter of just a few weeks after ICON's demise, a self-appointed ad hoc committee was formed to look into the feasibility of holding yet another Apple II summer conference. Auri Rahimzadeh contacted Avila College and learned that the facilities at Avila were available for our use, and the wheels were set in motion for KansasFest '95.

Soon after that initial contact with Avila, Auri accepted a posi-

tion working for none other than Steve Wozniak, so he turned over the planning reins to the other members of the committee: Cindy Adams, Gina Saikin, and Tim Tobin. They quickly recruited the help of Mark Kline to assist with the scheduling of speakers, and they were able to convince the powers that be on GEnie's A2 RoundTable to allow them to use that system to coordinate the planning. Eventually, they were able to recruit Paul Parkhurst of AnsiTerm fame to be the official sponsor of KansasFest '95. With Paul's ability to accept credit cards, the pieces of the KansasFest puzzle started falling into place.

Since all the members of the committee were active on GEnie's A2 RoundTable, some of the early planning went on in public, and the excitement level started growing at a feverish pitch. With just a single ad in GS+ Magazine, KansasFest '95 became official.

There were, however, a number of unknown variables that the committee faced, and keeping in mind that none of the people involved had ever set up a conference before, it's quite remarkable that they were able to roll with the punches and overcome just about all of the potential problems.

The problems that did exist were relatively minor. The planning sessions were started just a few short months before the actual conference was to be held and the committee learned that Avila College had plans to host other conventions immediately before and after our convention. That meant that we would only be able to stay in the Avila dorms for two nights, as opposed to the customary four

nights. That resulted in KansasFest being slightly condensed, and three training sessions had to be held concurrently, making it nearly impossible for people to attend all the sessions that they would have liked to attend. All in all, no one was complaining about those minor problems, as we were all just thrilled to be attending KansasFest once again.

When Tom Weishaar announced KansasFest back in 1989, it was officially named "The Apple II Developer's Conference" and it was indeed geared towards computer programmers. Over the years, KansasFest has dramatically changed its focus and at the 1995 gathering, programmers made up just a small fraction of the total attendees, making KansasFest truly an event for "the rest of us."

A Time For Every Purpose

And what an event it was! The Apple II faithful made the trek from as far away as Sweden and Australia, and from all over the United States. The attendees ranged in age from 8 to 80 and they came from all walks of life. In attendance were high school students and high school teachers, college students and user group presidents, Air Force Colonels and retired Army Master Sergeants, programmers and publishers and hobbyists galore. The only thing the attendees had in common was a passion for the Apple II computer, but as we all found out, that common bond is as strong as steel.

As in previous years, KansasFest was everything that any Apple II fanatic could possibly dream of. It was a time for making new friends and learning

about the Apple II. It was a time for swapping tales and sharing computer secrets. It was a time to savor the magic of the Apple II computer and to be with the wonderful people who comprise the Apple II community.

It was a time for following the hallowed KansasFest traditions started in previous years, including a wildly entertaining roast of GS+ Publisher Steve Disbrow and watching grown adults making fools of themselves as they partook in the annual Bite The Bag contest. There was a Creative Necktie contest (try to imagine a necktie made from the innards of 3.5" disks) and a late night pizza feast.

In addition to all the fun and games and joking around, KansasFest served a very serious purpose as well. It was a time to attend training sessions put on by the biggest names in Apple II land, and a time to learn how others "push the envelope" of the Apple II computer. It was a time to see new hardware and software, and a time to learn how to use the tools we already have.

It was a time for excitement and a time for all those who spent the past year in their computer rooms to get out and socialize with others who spent their time pursuing the same enjoyable activities. It was a time to marvel and a time to say, "I didn't know you could do that with an Apple II." It was a time for business competitors to share marketing strategies and a time for rejuvenation and reaffirmation. At the end of July, KansasFest was the place to be!

The festivities started early for more than 25 of us, as we de-

scended on KC Masterpiece the night before checking in at Avila College. Over heaping plates of roast beef and baby back ribs, we struck up new friendships and reaffirmed old ones. We met people we had been in contact with via our modems, and we marveled at how they didn't look anything like we imagined they would. After dinner we retired to many different local hotels to try to catch the last full night of sleep we'd be getting for at least a few days.

We Have Ignition

On Thursday morning, July 27th, we started to arrive early at Avila College. After checking in, meeting our roommates, and having lunch, we settled in for a full afternoon and evening of training sessions.

The opening session was conducted by Ashley Carter, an Apple Marketing representative who touted and promoted Apple's latest product offerings. Since we were all required to sign non-disclosure agreements, the only thing I can say is that all of the products were Power Macintosh products.

A Fireside Chat

Following that uneventful session, I prepared myself for "A Fireside Chat With Joe Kohn," which was next on the agenda. When I was first asked to present one or more sessions at this year's KansasFest, I was given all of about 30 seconds to choose a topic and the first thing that sprang into my mind was the vague concept of a fireside chat. Later, as I was trying to formulate the real subject of my talk, I thought back to KansasFest 1994 and how much I had enjoyed Randy Brandt's Key-

note address, during which he talked about how he had become involved with the Apple II computer and how that involvement had changed his life. I thought that people might be interested in learning how I had ended up as the Publisher of an Apple II newsletter. Much to my relief, people did enjoy hearing my tale.

That tale started in the late 1970s when I first realized that I could own a personal computer "just like the one that Mr Spock had on Star Trek." It took a few years before I was actually able to decipher the strange language that computer salesman spoke, and finally I got enough courage to purchase an Atari 400 as my first computer.

Being a firm believer in the adage "if at first you don't succeed, try, try again," I eventually went through two different Osborne CP/M based computers before finally purchasing an Apple II+. Like many of you, that Apple II computer changed my life; I found that my chosen profession as a Psychiatric Social Worker was no longer rewarding or challenging and I yearned for a career change. Shortly after purchasing that II+, I had the good fortune of meeting George Goldsmit (who now owns The Apple Resource Center in Tracy, CA) and we decided that we wanted to go into business together, somehow working with our Apple IIs. We started collecting public domain software and before we knew it, we had a collection of hundreds and hundreds of freeware and shareware disks. George and I then had a brainstorm; we'd set ourselves up as a User Group for other User Groups, and we called ourselves The Apple II Information Exchange.

Although we never really accomplished what we had set out to do, we somehow managed to catch the attention of the people who ran the Source, an international online network, and in early 1987, George and I were hired to run the Apple II forums on the Source.

It was during that time that I started getting friendly with owners of Apple II companies and with editors and publishers of Apple II magazines. The Editor of The Apple IIGS Buyer's Guide liked my writing style and offered me a position as a Contributing Editor. In addition to writing product reviews, it was in The Apple IIGS Buyer's Guide that I started writing a column that I decided to call "Shareware Solutions."

When the Source went out of business in 1989, I went to work for Big Red Computer Club as their club librarian, and when the IIGS Buyer's Guide went out of business shortly thereafter, "Shareware Solutions" moved to inCider/A+ where it remained until inCider/A+ went out of business in 1993.

By 1993, I was frustrated that all of the Apple II organizations I'd worked for had gone out, or would soon go out, of business and it was then that I decided to publish Shareware Solutions II. And with that, I ended my presentation, fully aware that the tale of Shareware Solutions II has barely only just begun.

I knew that people had enjoyed my story, and I was pleased to receive a rousing ovation at the end. I was relieved but would be even more relieved in a few short hours, when the second of my two presentations would be completed.

Mighty Morphin' Mike

Although I was sad to have missed the session designed to teach people how to use a soldering iron, I was excited about the next session, presented by the Byte Works' Mike Westerfield, about Quick Click Morph.

At KansasFest '94, Mike had introduced Quick Click Calc, a very sophisticated IIGS spreadsheet program and I was very eager to see what his morphing program looked like. I was not disappointed.

Morphing is a computer generated animation technique that has been used in many of Hollywood's biggest action and sci-fi films. To understand how it works, think back to Fantavision, an Apple II animation program from the mid 1980s. With Fantavision, you started out with two very different stick figure drawings, and the program generated an animation that showed one stick figure evolving into the second one. Imagine that exact same process applied to digitized photographs, and you'll understand what morphing is.

For more than an hour, Mike regaled us by showing off all of the options available in Quick Click Morph, and everyone seemed to enjoy the session a lot. It convinced me that I wanted to own the program, and I've had fun using it ever since.

Mr HyperStudio

After a quick trip to the Avila cafeteria, we re-assembled for Roger Wagner's keynote address. Roger, the publisher of HyperStudio, is well known for his public speaking abilities and it was because of those

skills that the KansasFest organizers asked him, at the last minute, to fill in for the scheduled Keynote Speaker, who was a no-show.

Given no more than an hour's notice, Roger performed admirably and once again managed to convince everyone of the power of hypermedia. He did that by showing us a short movie that knocked everyone's socks off.

Chris Marker is a French cinematographer who has been making films for nearly 40 years. Several years ago he purchased a IIGS, HyperStudio and a Video Overlay Card, and instantly fell in love with this new media. Chris Marker's short film was a celebration of, and testament to, the power of the Apple IIGS and it was the run-away smash hit of KansasFest.

The Good, The Bad, The Ugly

Roger Wagner has the ability to whip a crowd into a frenzy, and I had no idea how I could possibly maintain the excitement level; my session about the Internet was scheduled next, and I was determined to try to outdo him.

I started by reminding people of my talk about the Internet at KansasFest 1994 and how I had called the World Wide Web the greatest educational tool ever developed. I talked a bit about the phenomenal growth that the Internet had experienced in the past 12 months and mentioned that all the wonderful things about the Internet that had excited me so much a year before still excited me, but that there had been some recent trends and developments on the Internet that were anything but thrilling.

When I spoke about the Internet in 1994, I described how users of the Internet were, for the most part, academicians and high tech professionals who all believed in an ethos that is as old as the Internet itself, "Information just wants to be free." Unfortunately, within the past year there have been some disturbing developments that have shaken the faith of many of those long time Internet users.

I described attending a trade show in February, 1995 called Internet World that quite literally shocked me. I was naively expecting that all the booths would be manned by computer nerds showing off their Home Pages; instead, I saw hucksters selling freeware Internet utilities for \$250. I saw books, many of which contained obsolete information, being sold for \$30 and \$40. In short, I saw that all the media hype about the Internet had attracted new breeds of Internet users, and I wasn't sure that I liked the new ground that they were staking out on the net.

I described how, in the past year, all of the large online systems opened up Internet access, and with millions of new Internet users, we were starting to see a slow down in the speed at which the Internet transmitted information, and we were being exposed to a new group of people on the net, many of whom had never heard of the concept of "netiquette" before. I described how "get rich quick" schemes appeared daily on the net, and how ads for phone sex started appearing in the Usenet newsgroups. I even spoke about Senator Exon's misguided attempt to pass a bill in Congress that would restrict free speech on the Internet, and I spoke about the recent "flame wars" that had

erupted on the Apple II areas on the Usenet.

Although I did not intend to present such a bleak picture, I'm afraid that I spent much more time exposing the bad and ugly parts of the Internet and not enough time celebrating all that is magical about that system. But at least I left the door open for yet another session about the Internet at KansasFest '96.

The Wanderer

After my session on the Internet, I had several hours before the pizza arrived, so I decided to wander the halls of Avila to find out what was new for the Apple II. That evening I saw two remarkable hardware devices: Sequential Systems' Second Sight and Iomega's Zip Drive.

A number of attendees had their Apple IIs set up in their dorm rooms, and several folks had Second Sight cards installed. Those interface cards permit Super VGA (SVGA) monitors, the standard in the IBM PC world, to be connected to Apple II computers.

There are two very distinct and very noticeable benefits to using a SVGA monitor with an Apple II. The lowest cost SVGA monitors are 14" in size, whereas the Apple RGB monitor used with the IIGS is only 12". When an Apple II program is displayed on a 14" monitor, everything is approximately 15% larger which makes it much easier to read the screen. For those of us who have problems focusing on close objects, a Second Sight card and a larger monitor will make everything displayed on screen much sharper and clearer.

That was not the benefit that

had everyone so excited; it was the Second View software that convinced all of us of the wonders that awaited Second Sight owners. The Second View software contains a GIF graphics viewer that displays graphics in a resolution that has never before been seen on an Apple II. If a GIF graphic created on a Mac or PC uses a 1024 x 768 resolution with millions of colors, that graphic, when viewed on a SVGA monitor connected to a Second Sight, will be just as life-like, vibrant and beautiful as when viewed on a Mac or PC.

Since seeing is believing, we viewed the exact same GIF graphics, first on a IIGS with the standard RGB monitor and then on a IIGS with a SVGA monitor. There was simply no comparison possible between the two; it was evident to all that a Second Sight card and a SVGA monitor is a must have for any Apple II user who enjoys graphics.

The other Apple II peripheral that had everyone so excited was the Zip Drive from Iomega, a SCSI based device that can store 100 megabytes of data onto a single removable disk cartridge that measures just slightly more than a 3.5" disk.

The Zip Drives are about the same size as a Walkman portable tape player, and although they are no speed demons by today's standards, they are certainly speedy enough (29 msec) to use to backup data from a hard drive. For those who don't yet own any hard drive, the Zip may be just what you were waiting for, as the retail price is just \$199 and the removable disks cost \$20 each.

With a Zip drive, you can store

100 megabytes of data on each cartridge, making each cartridge the equivalent of a 100 megabyte hard drive. How can you go wrong for \$199 for the drive and \$20 per cartridge? You can't, as many Apple II owners will be happy to attest.

Zip Drives are available now from any large computer store; just make sure that you purchase the SCSI model rather than the Parallel model. And of course, in order to connect a SCSI device to an Apple II, you'll need to purchase either an Apple High Speed SCSI card or a Sequential Systems' RamFAST Interface card.

As 11 PM approached, 25 pizzas were delivered thanks to the generosity of Roger Wagner, and KansasFest was transformed into PizzaFest. As the pizza was devoured, the annual Bite The Bag festivities began. For me, that contest generally serves as notice that bed time has arrived. After all, there was another full day of sessions to attend, and I needed my rest.

Jasmine

The first Friday sessions demanded making some tough decisions, as there were three scheduled that I would have really liked to attend. I decided to listen to Nathaniel Sloan and Richard Bennett introduce the soon-to-be-released front end freeware software for GENIE: Jasmine GS.

Jasmine was most impressive, as it allows IIGS owners to navigate the GENIE online network using a mouse and pull down menus, and brings to GENIE the same ease-of-use that America Online used to provide Apple II owners.

Unlike the current crop of GENie offline processors, Jasmine is a stand-alone program that does not require the use of another telecommunications program. It also differs from programs such as GEM and Co-Pilot whose purpose is to get you online and offline in the shortest possible time, thereby saving you money. The sole purpose of Jasmine is to make GENie easy to use.

We were told that if we wanted, we could be included in the open beta test of the Jasmine software and we could download Jasmine to try it out. After I got home I did exactly that, and after trying it out myself, I was even more impressed. What I especially liked was how well Jasmine worked while accessing the World Wide Web from GENie.

If you've tried GENie in the past and for one reason or another didn't like it, you may find that using Jasmine will make GENie a whole lot easier to use than ever before. Nathaniel and Richard are doing a superb job, and you just have to love an online service that develops a wonderful front end software program and then gives it away for free!

Connections

The following session was truly fascinating, especially for those of us who aren't familiar with installing Apple II computers onto a network.

Mark Kline is a teacher who has set up a network for his school's computer lab, and he guided us on how to set up a similar network, using a step-by-step method that showed us just how easy it is to accomplish.

By using a Macintosh as a

server that ties together the Apple IIGS network, Mark showed us that if you can use a mouse, you can easily set up a network. Prior to the session, Mark made the actual physical network connection by plugging PhoneNet connectors into both a Macintosh and a IIGS. He then started up FileSharing on the Mac, and then installed the necessary AppleShare files on the IIGS using the GS/OS System Installer disk. He then set up the IIGS slots in the Control Panel to allow networking, and then went to the AppleShare Control Panel and made the network connection to the Macintosh server.

Since networking capabilities are built into all IIGS computers, Mark simply had to show us how to set up the Macintosh networking software (he recommended using AppleShare v3) to grant privileges to the IIGS on the network. By doing that for us, Mark completely demystified the networking of Apple IIGS computers.

The Miracle Worker

Following a lunch of Corn Dogs (90% of all programmers ate them while 90% of non-programmers didn't), Tony Diaz of Alltech Electronics performed miracles by showing people how to do what can't be done.

Not only did Tony show us his portable IIGS, he actually took it apart before our very eyes so that we could see how he had managed to stuff a IIGS motherboard, an accelerator card, and a hard drive into a small Otrona Computer case. As always happens when Tony shows off his portable IIGS, the crowd went absolutely wild with unbounded enthusiasm!

Tony then proceeded to show us how a IIGS can be used in one of the Mini-Tower enclosures that are so common these days in the IBM PC world. With everything from CD-ROMs to hard disk drives being able to fit into a single case, a Mini-Tower enclosure is ideal for those who have very little extra space. Finally, Tony passed around the tiniest hard drive you could possibly imagine – a Focus Hard Card – and everyone marveled at how it was possible to fit a complete hard drive system onto just a single interface card.

Software Sessions

Following Tony's session, I decided to attend Eric Shepherd's presentation about the Macintosh version of ProTerm. As I do not own a Mac, I attended out of mere curiosity; I wanted to see the program that MacWorld proclaimed was the most bug-free Version 1.0 software program ever released. Although it didn't look at all like the Apple II version of ProTerm, it certainly contained all the same "bells and whistles" that make ProTerm the most popular Apple II telecommunications program.

The final presentation I attended was Richard Bennett's demo of the soon-to-be-released updated versions of GraphicWriter III and SuperConvert 4. Seven Hills has hired Richard to complete the long awaited update to GraphicWriter III, and although the program is not ready yet, the features he did show us were most impressive. So impressive, in fact, that there's a good chance that future issues of this newsletter will be laid out using GraphicWriter rather than AppleWorks GS.

Richard told us that a fellow

Australian programmer, Ian Brumby, had been hired by Seven Hills to complete the SuperConvert update, but Richard had been unable to get in touch with Ian prior to his departure, so he was unable to demo that update for us. If Ian's programming work is in the same class as Richard's, I have no doubt that SuperConvert 4 will be anything less than fantastic.

And with that, the official KansasFest training seminars were concluded.

The Roast

One of the most hysterical KansasFest traditions is the annual roasting of a well known Apple II personality. This year's roast featured Steve Disbrow of GS+ Magazine, and Steve proved that he can not only accept playful criticism; he can dish it out as well. Those who roasted Steve, including fellow GS+ staffers Bill Moore and Joe Wankerl, Roger Wagner and Uncle DOS himself – Tom Weishaar – often found themselves as roastees rather than roasters.

With hundreds of one-liners flying back and forth, the funniest part of the roast came when Uncle DOS read obviously fraudulent letters from Kansas' two Senators that lauded Steve. Other highlights included a pre-recorded punk rock song by Joe Wankerl's band Plaid, and the revelation that one of the members of that band was a blow up doll. Maybe you had to have been there?

The Vendor Fest

On Saturday morning, the last official KansasFest function

was held – a mini-trade show where Apple II companies set up booths to sell their merchandise. For those of us who had products to sell, it was a phenomenal way to end the fest. Everyone I spoke with confirmed that they had sold everything they brought with them, and all the vendors were very heartened by all the sales.

To those of you who purchased Contacts GS, Script-Central and back issues of Shareware Solutions II, thank you for your support and kind words. I feel that I can speak for all the other Apple II companies when I say, "Your feedback and support were just astounding. Thanks!"

Saturday Afternoon

Although KansasFest '95 was now officially over, it was time for me to find Greg Nelson, an educator from Nebraska, whose session at KansasFest '94 I had missed.

Greg has been working for several years on a HyperStudio based stack about the Oregon Trail, and when he is finished with that he intends to make it available on CD-ROM. I'd been in touch with Greg over the past year and had received a lot of information about his project, and I was excited about finally seeing his work.

To say that I was impressed would be an understatement! Greg has utilized scanners to capture historical images and has gathered together an amazing array of historical documents to include in his project. He has coordinated the efforts of many volunteers to help bring the Oregon Trail CD-ROM to fruition, and he could use your help to complete the project. If

you are interested in lending a helping hand, please contact Greg Nelson at 3700 Sumner St, Lincoln, NE 68506-1041.

Following that, I was thrilled to accept the offer of a guided tour of Kansas City conducted by Jeanne Chappell, the President of the local Kansas City Apple II User Group. I was able to convince the two Australians to accompany us, and we got to see that Kansas City is a beautiful city with tree lined streets and fountains everywhere. Thanks Jeanne!

The last unofficial KansasFest '95 function saw 25 of us gather at Jess and Jim's, a steak house located only a mile or two from the Avila campus, to partake in a fabulous dinner. We were all so excited about the recently concluded KansasFest that our spirits were afire. Even the waitress who dropped a glass of water on me couldn't extinguish the enthusiasm I was feeling for the Apple II and all the wonderful people in the Apple II community who made KansasFest '95 such a wonderful and exhilarating event!

KansasFest: The Video

All of the sessions at KansasFest '95 were videotaped and a 2 hour video will become available shortly. At press time, the cost of the video had not yet been established. If you would like to purchase a copy, contact Steve Disbrow at EGO Systems.

Although watching the video won't be quite as much fun as actually attending KansasFest in person, it will capture the spirit of the 100 people who gather together each year to celebrate the magic that is the Apple II computer.

You haven't really lived until you've attended KansasFest, so

mark your calendars now for KansasFest '96 which will be

held at Avila College, July 17-21, 1996. I'll see you then! 🍏

Shareware Solutions IIe/IIf/IIGs

A2 Disks Of The Month

The July, 1995 issue of the GENIE A2 Disk of the Month includes two issues of the GENIE-Lamp newsletter; one is geared towards programmers and the second is aimed at end users. Software for the IIe/IIf on this disk includes the AppleWorks v5.1 update files that convert AppleWorks v5.0 to v5.1. Also included is an excellent term paper written by Janet Loftis about the Apple IIGS.

Software for the IIGS on the July A2 DOM includes a beta version of KeyCapsGS, a "virtual keyboard" NDA. There's Sview1.0A4 which provides a bug fix update to the original Second View software that was included with Sequential's Second Sight card. There is also SpeedRead, a GS/OS text file reader that displays Teach, Text, SRC, and AWP files, and TFPv1.0, a patch for the System 6.0.1 Finder that gives you Open Apple Commands in the menu bar.

The August and September A2 DOMs have been combined and this disk includes the latest issues of GENIE-Lamp and an informative recap of KansasFest written by first time attendee Ryan Suenaga. Software for the IIe/IIf includes a patch for Basic.System that provides an improved CAT command, and Disk Menu which is an Apple-soft based menu program.

Software for the IIGS on the August/September A2 DOM includes ASCII Helper NDA, a

useful CDA that lists ProDOS and GS/OS Error Codes, a Dinosaur HyperCard Stack and Finder Data Killer, a program which allows you to delete unwanted Finder.data files.

The newest DOM disks are available, on 3.5" disk only, for \$5 each or \$8 for both.

Pix Whiz

Geraldine Wright writes computer programs for the space program to earn her living but for fun she programs her Apple IIe. Gerry was disappointed that the graphics editor in Broderbund's New Print Shop program creates only monochrome graphics and the only way to make new color graphics for the New Print Shop was to create low resolution color graphics using Print Shop GS Companion, and export them to New Print Shop format. She decided to rectify that situation and the result is Pix Whiz, a freeware program that allows you to make low resolution color graphics on the same IIe or IIf computer you use to run the New Print Shop.

Pix Whiz is a completely menu driven New Print Shop graphic editor that is much more versatile than the editor included with New Print Shop. If you use New Print Shop, you'll really be grateful for Gerry Wright's latest gift to the Apple II world.

Pix Whiz is available from the Shareware Solutions II library on either 3.5" or 5.25" disk for \$5.

Hubble Space Telescope

In addition to directing the space program, NASA's charter requires that the agency provide educational resources and activities that promote and teach the benefits derived from the exploration of space. To that end, NASA has created four related Apple II programs that illustrate the inner workings of the Hubble Space Telescope.

The programs combine informative text with colorful graphics and animations, making them suitable for adults and children alike. With a built-in glossary and quiz module, the software is an excellent resource for use in the classroom.

An introductory program describes the construction of the Hubble Space Telescope, portrays all of the on-board instruments, illustrates the basics of digital imaging, and explains how collected data is transmitted back to Earth. A companion program further illustrates how digital images from spacecraft are transmitted to ground based receivers.

The two disk Telescope program describes how lenses and mirrors magnify images, categorizes the different types of telescopes, defines how telescope performance is measured and offers an explanation of the optical components of the Hubble Space Telescope.

Finally, Windows To The Universe delineates the history of the telescope.

All of the NASA programs are available as a package from the Shareware Solutions II Library for only \$6. The software is

supplied on three 5.25" disks.

In order to run these programs on a IIGS, IIGS users will first

have to access the IIGS Control Panel and toggle the Alternate Display Mode option. 🍏

Shareware Solutions IIGS

HyperHeart

In May of 1994 noted Apple II shareware author Charles Hartley underwent a medical procedure known as an angioplasty, a treatment used to open clogged coronary arteries in individuals suffering from heart disease.

At the time, Mr Hartley, by his own admission, was overweight, had an unhealthy diet, didn't exercise, and was suffering from stress caused by working 12-15 hours a day as an assistant principal at a high school.

Since that time he has slimmed down, changed his diet, started exercising, quit his job, and most importantly, spent a lot of time conducting research into heart disease with the goal of learning how to live a healthier life.

As an educator and avid fan of HyperStudio, Mr Hartley created a HyperStudio stack based on his research that, hopefully, will help other people learn that heart disease is preventable by reducing the various risk factors involved.

The HyperHeart stack is quite detailed and shows how the heart works and describes many of the contributing factors which can lead to heart disease. The stack offers sound advice that if followed, will greatly reduce your risk of suffering a heart attack.

HyperHeart is an exceptional

HyperStudio based stack that is directed to all age groups. As a long time educator, Mr Hartley really wants you to learn from his mistakes.

HyperHeart is available from the Shareware Solutions II library for \$5. Please note that because of the large size of HyperHeart, it was not possible to include the HyperStudio run-time module on this disk. Therefore, in order to run this stack, you must already own either HyperStudio or the HyperStudio run-time player.

The Boeing 777

In April, 1994, Boeing Aircraft rolled out its latest airplane, the Boeing 777. A little over a year later, the first production model was delivered to United Airlines. To celebrate Boeing's newest commercial jetliner, Peter Stricker created a HyperStudio freeware stack that describes, in text and in pictures, everything you could possibly want to know about the Boeing 777.

The stack includes information on the 777's first flight and offers tours of the cockpit, engine and cabin. It includes facts about the design, certification and production processes. There is also a module on Boeing's previous commercial aircraft dating back to 1915 as well as an entertaining demo of world distances and flying times.

The large size of the various

modules that make up the Boeing 777 stack takes up so much disk space that there was no room to include the HyperStudio run-time module, so you need to have HyperStudio or the HyperStudio run-time module on hand in order to run the Boeing 777 stack.

The Boeing 777 stack is available from the Shareware Solutions II library for \$5.

Better Safe Than Sorry

Several years ago, Cynthia Field was commissioned by the Rhode Island Crime Prevention Officers Association to create a HyperCard IIGS based program that could be used in the schools to educate children on how to protect themselves.

Starring McGruff, the crime fighting dog, Better Safe Than Sorry offers youngsters a fun filled yet educational way to learn how to prevent crime and to stay safe. Dr Field's HyperCard stack was made available, free of charge, to every school district within Rhode Island, and she would like to take this opportunity to insure its distribution to all parents and teachers. For that reason, please copy this disk and give it to everyone you know who has children or teaches children.

The information in this HyperCard stack is geared towards elementary school children, and the stack itself contains a lot of features that children will enjoy

using, including a poster to print out, sing-along songs, deciphering coded messages, and word search puzzles.

There are separate sections focusing on safety at home and on the way to school. There are warnings about crossing streets and tips for Trick or Treaters. Children will learn why they should not use drugs, how to avoid being victims of crime and how to help their friends and family be safe.

Better Safe Than Sorry requires that you own HyperCard IIGS.

Dr Field's Better Safe Than Sorry safety stack is available from the Shareware Solutions II library for \$5.

SheppyWare '95

Back in Volume 1, Issue 4, you were introduced to Sheppy (aka Eric Shepherd) as one of the most prolific authors of free-ware and shareware IIGS utility software. Since that time, he has continued to update his older programs and some of his newer work has appeared in Softdisk G-S. He has even managed to release a few new free-ware and shareware titles.

Sheppy has authorized Shareware Solutions II to distribute his latest disk, containing all of the Apple IIGS software he has written. This SheppyWare '95 disk costs most people \$15, but Sheppy knows you are special and he'd be thrilled if you acquired it from Shareware Solutions II, for the usual Shareware Solutions II fee of \$5. Because Sheppy will be forgoing some profit due to this special arrangement, Shareware Solutions II will be donating 50% of the net proceeds

of the SheppyWare '95 to Mr Sheppy and the soon-to-be Mrs Sheppy.

Among some of the many highlights on the Sheppy '95 disk are SysFail Plus, a \$5 shareware Init that provides additional and less cryptic information when your IIGS crashes, and Desktop Image, a freeware Init that allows you to use any unpacked Super Hi Res graphic as a background graphic. Other software includes List Manager Patch for System 6.0.1 which corrects a very minor problem in keyboard navigation, Lotsa-Tools which is an Init that will cause all of GS/OS' major toolsets to be loaded and installed as the default tool configuration, resulting in a speed increase when using GS/OS from 3.5" disk or slow hard drives. Sheppy's Clipboard is a New Desk Accessory that lets you view text, graphics, icons, and sound scraps in the System 6.0.1 clipboard from within any desktop application. All in all, there are more than 20 IIGS programs on the Sheppy '95 disk.

Sheppy has collected all the documentation for all the software he has written, and has released it in book form. "The Complete Guide To SheppyWare" is 104 pages and it details everything you could possibly want to know about Sheppy's software.

Sheppy's book costs most people \$12, but as a friend of Shareware Solutions II, Sheppy would like to offer his book to you for only \$10. Such A Deal!

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SSII Catalog Stack

I seem to have my hands full producing the newsletter and providing you with disks of free-ware and shareware. Although many of you have requested that a Shareware Solutions II Library catalog become available, I just haven't found the time to create such a catalog.

Josh Calvin read a similar remark I had posted on GENIE and decided to do something about it. Josh contacted me to ask what I thought of a HyperCard IIGS based library catalog, and I wrote back stating that I would love to see the results of his efforts.

Needless to say, I liked his stack so much that I'd like to make it available to you, via the Shareware Solutions II Library.

The stack itself requires that you own HyperCard IIGS. If you do, it'll allow you to read about each and every disk available from the library, and if you'd like to order any disks, the stack will even print out an order form.

There's even a provision in the stack that will allow you to easily update the catalog when a new issue of the newsletter appears. The stack, as initially released, will cover all issues of Shareware Solutions II, up to and including this issue.

The Shareware Solutions II Library stack is available on 3.5" disk for the usual \$5 fee.

Symbolix

Symbolix is no stranger to the pages of Shareware Solutions II, and when last mentioned it was called "the most sophisticated math program ever written for

the Apple IIGS.”

Symbolix is a full featured GS/OS desktop application for complex numeric and symbolic math. Written in fast assembly language, Symbolix calculates object-oriented 2-D and 3-D graphs with hidden surfaces. It offers commands for symbolic derivatives of any complex expression and frees you from expanding, collecting, simplifying and rewriting real or complex expressions. Symbolix's unique 3-D module was even called “the most impressive graphing tool ever seen on a IIGS.”

Symbolix has previously been offered to you as a special “Such A Deal” and now it is available as a \$15 shareware product! That's right; Bright Software has re-released Symbolix as shareware! And it's available

exclusively from Shareware Solutions II.

The shareware version of Symbolix is the exact same version of Symbolix that used to cost \$70. It is supplied on two 3.5" disks; Disk 1 contains the full program with all associated help files, and Disk 2 contains the entire program manual!

You can get the 2 disk Symbolix shareware disks from the Shareware Solutions II Library for \$8. Try out the program for a few weeks, and if you like it, please send your shareware fee directly to the author of the program. There is one printed manual remaining, and that manual will be sent as a bonus to the 50th person who sends in a shareware fee to Bright Software.

In an attempt to encourage even

more commercial software to be re-released as shareware, Shareware Solutions II will be rewarding Bright Software for their bold move by sharing 50% of the net proceeds from Symbolix with them. Bright Software, in turn, plans to donate 50% of those proceeds to Amnesty International!

End Notes

The Shareware Solutions II Greeting Card Contest is now officially ended.

It is now time to start going through all of the many creative contest entries and to pick the winners. So many phenomenal desktop published designs were submitted that the panel of judges needs some more time to deliberate. You can read about their decisions in the next issue of Shareware Solutions II. 🍏

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